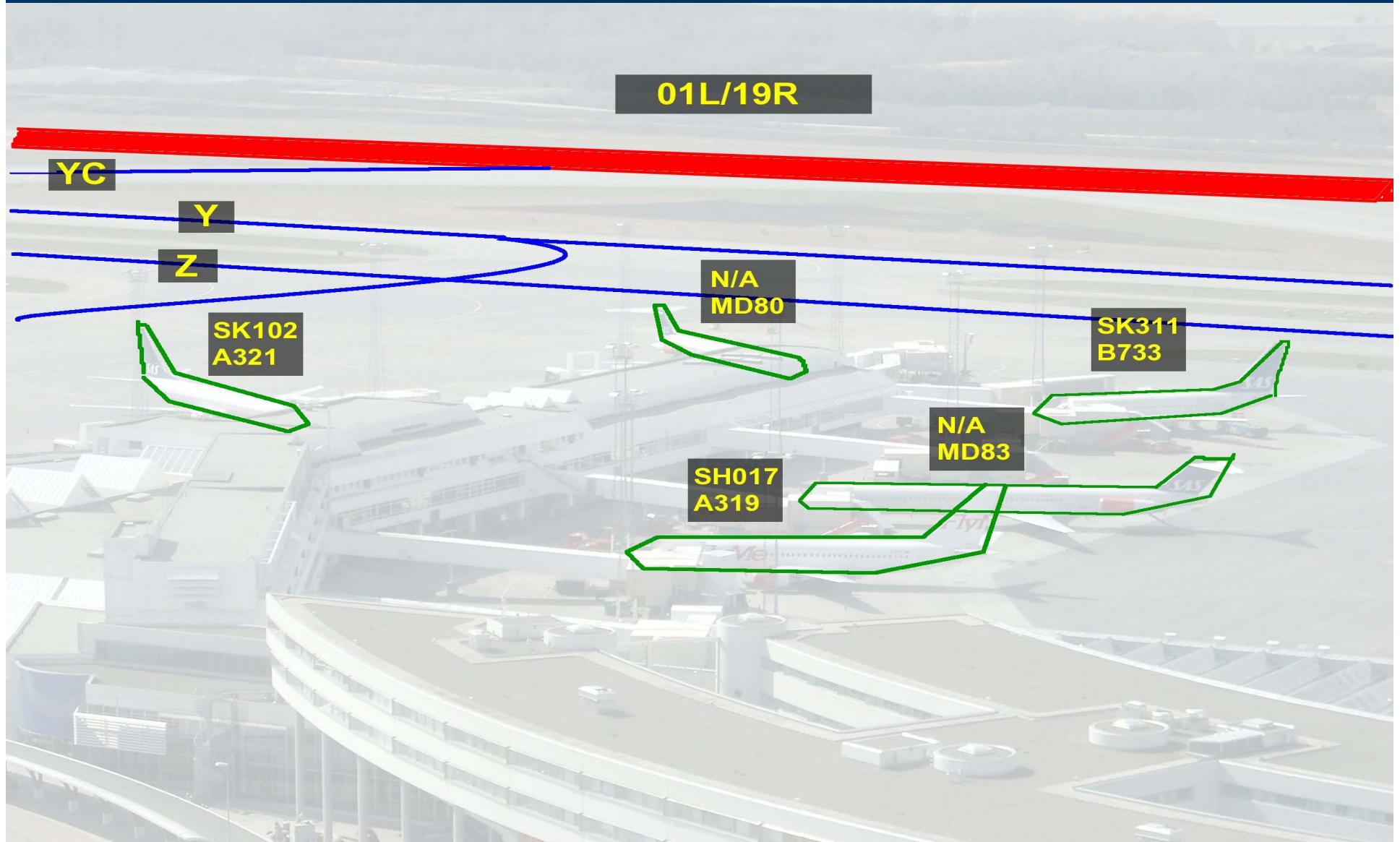


Augmented and Virtual Reality Research for Tower Control at Airports

- by Marc Bourgois
- *Deputy Manager Innovative Research Department*

Potential benefit (1)

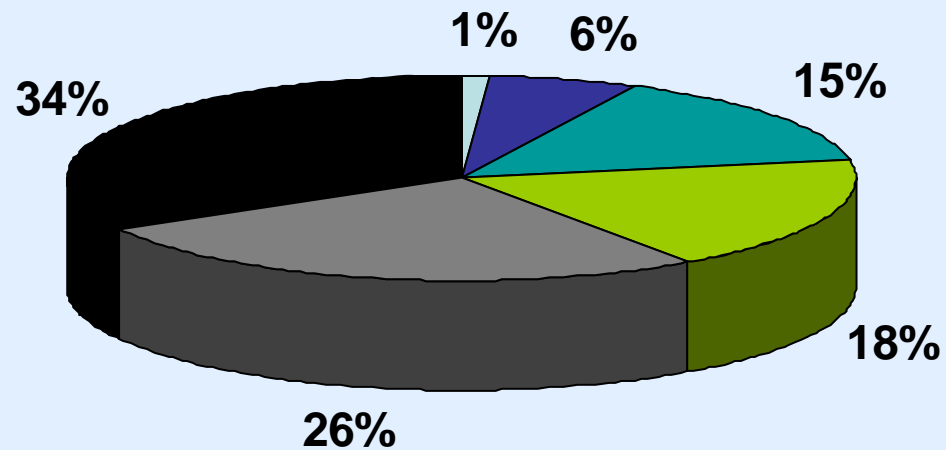
Increased capacity with low visibility



Potential benefit (2)

Reducing staffing costs

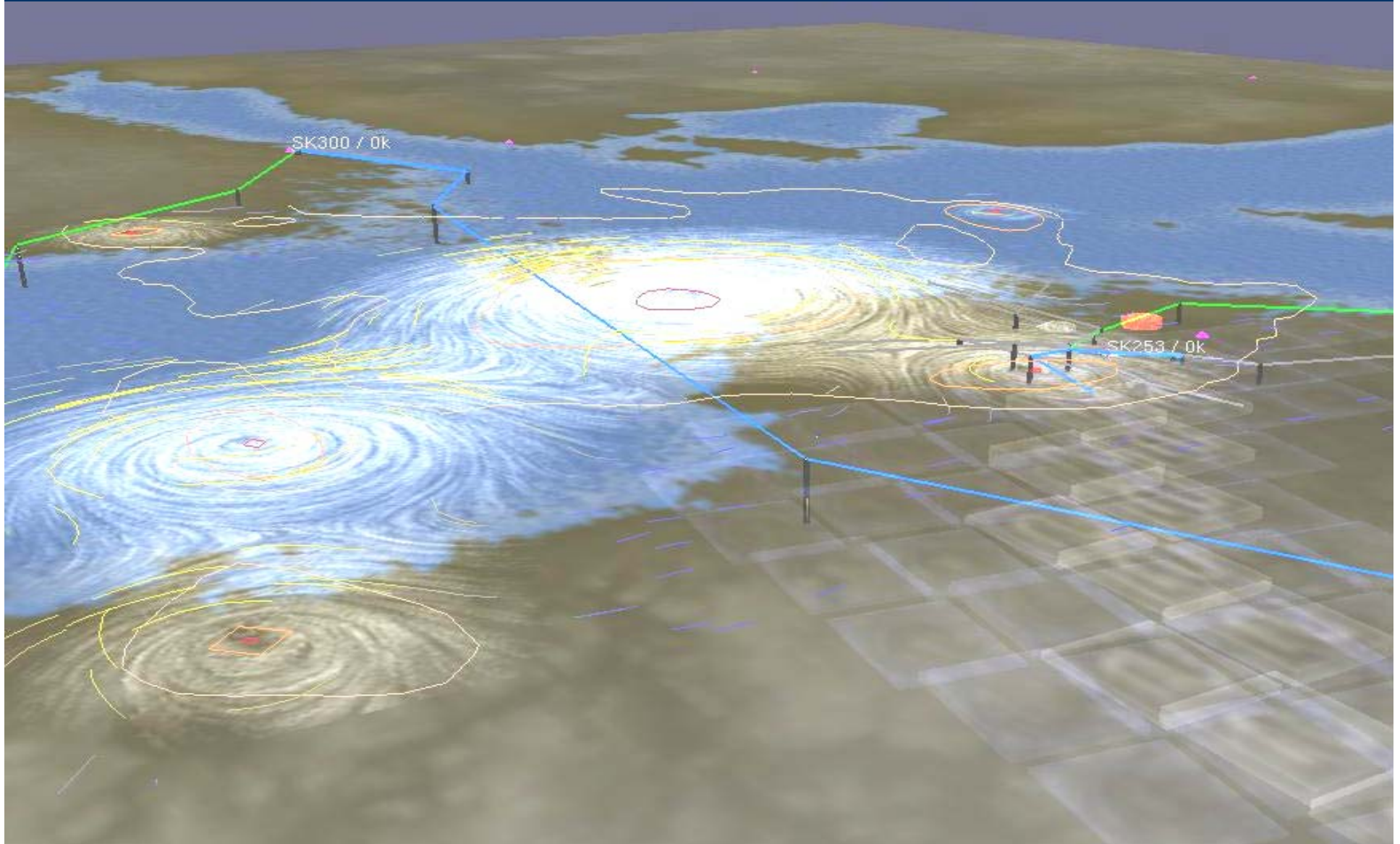
- exceptional items
- cost of capital
- depreciation cost
- direct operating cost
- ATCOs in OPS
- other staff cost



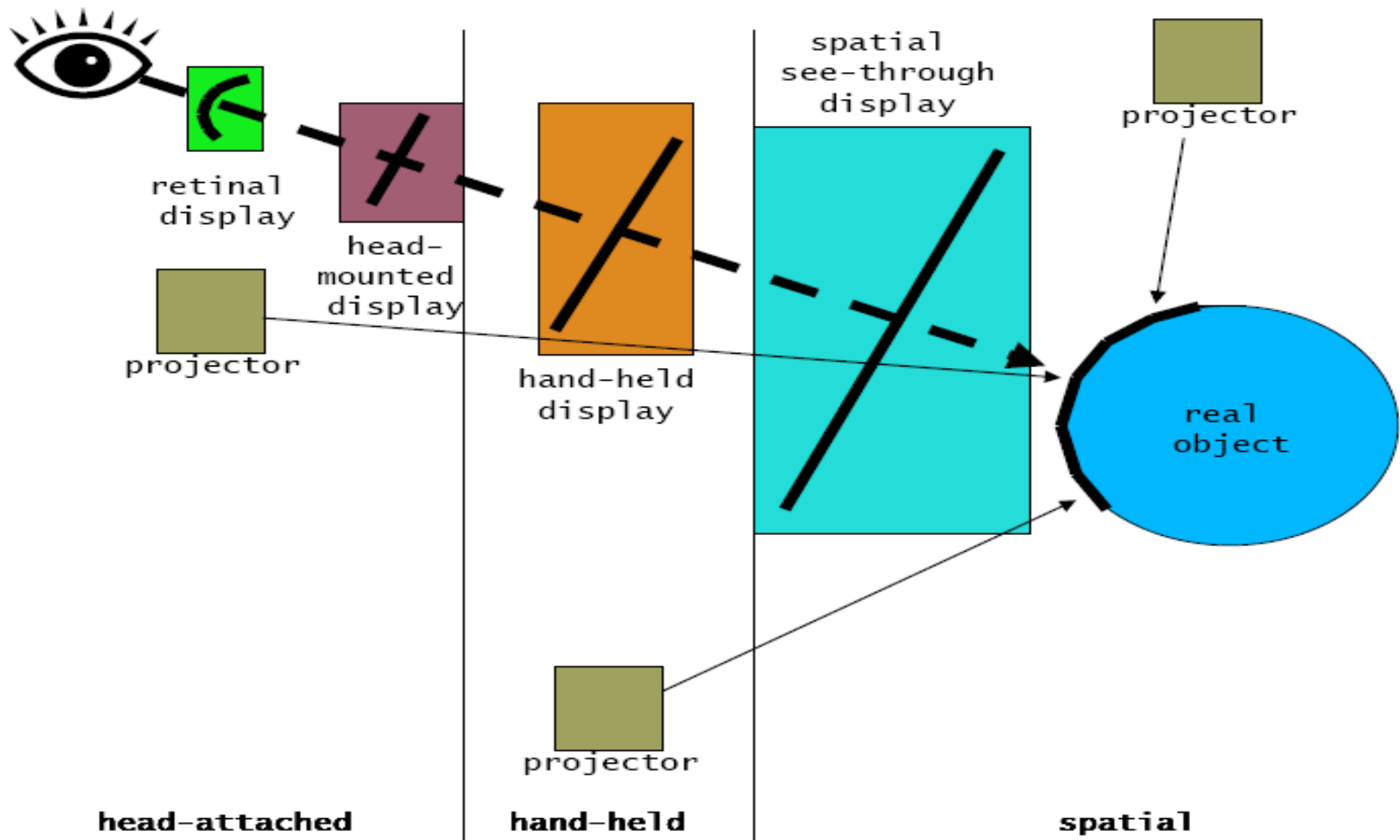
3D stereoscopic visualisation *and multimodel interaction*



Super-imposed 3D weather visualisation

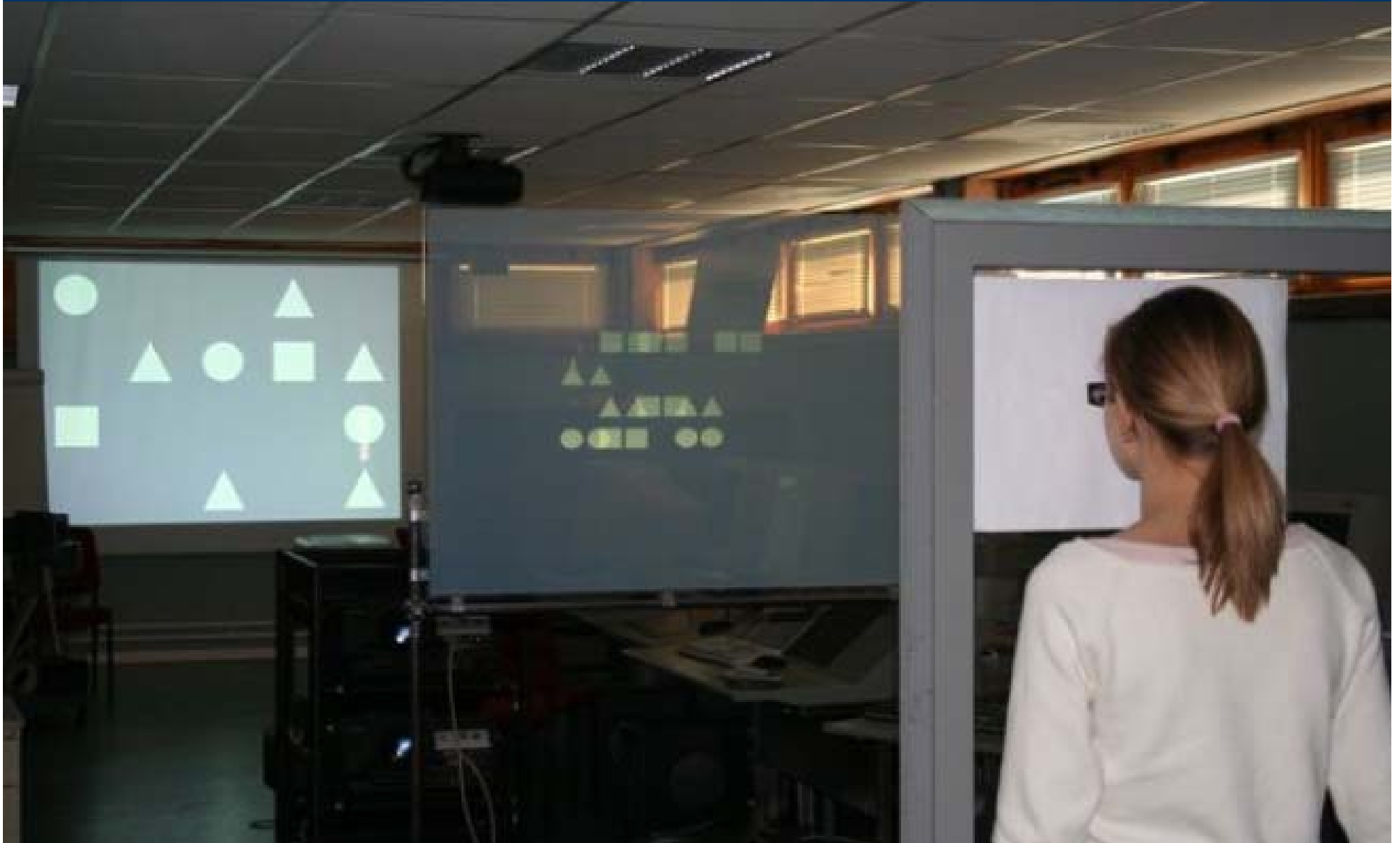


Preferring non-intrusive technologies *adapted from Bimber*



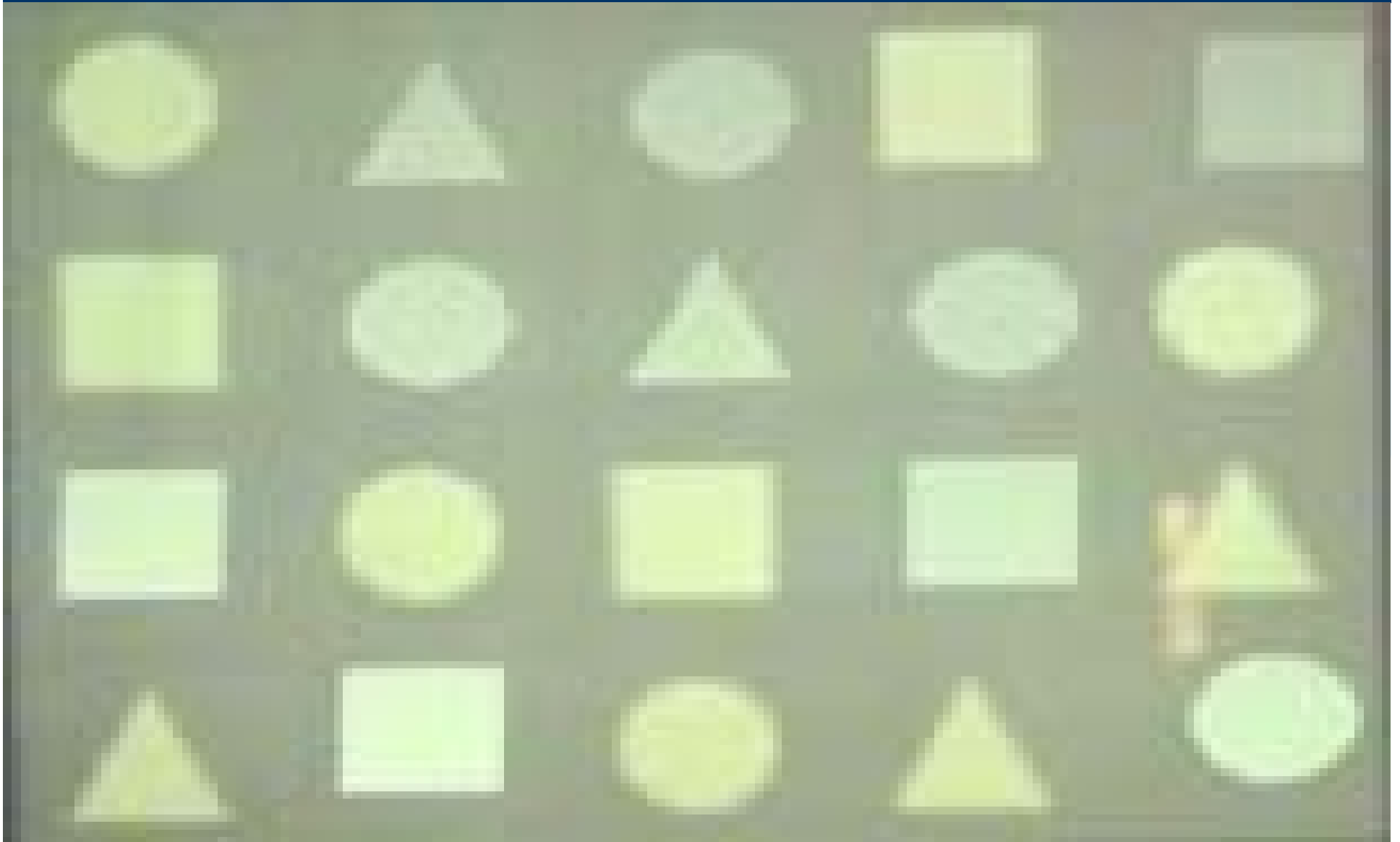
Large semi-transparent displays

Benefits of collimation



Usability tests

abstract micro-tasks



What is the controller looking at?

Why do towers have windows?

TOWER CONTROLLER (TWR)

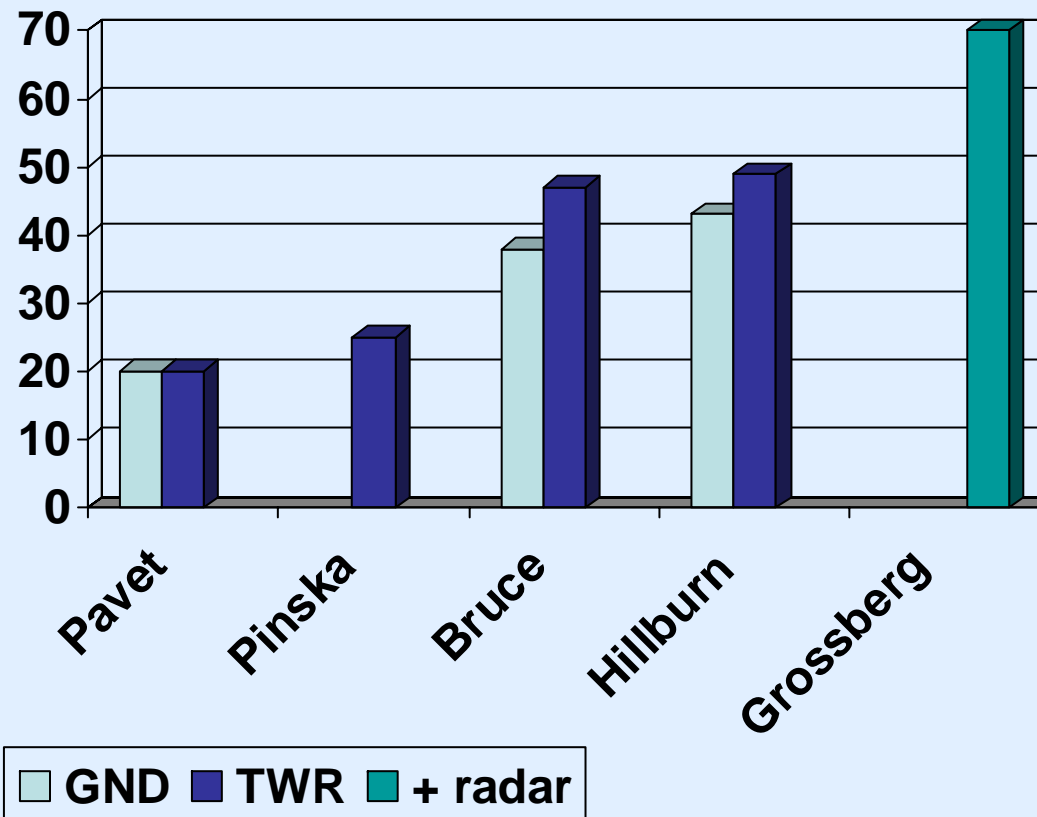
- Runways
- Separation, deviations, incursions
- *(?) Maintain aircraft identification*
- Landings, take-offs
- Non controlled objects
- Possible conflicts (and resolution)
- Emergencies / anomalies
- *(?) Weather*

GROUND CONTROLLER (GND)

- Taxiways
- Separations, deviations
- Maintain aircraft identification
- Movements / progress
- Non controlled objects
- Possible conflicts (and resolution)
- Emergencies / anomalies
- *(?) Weather*

The controller's most used tool

The view out of the window



Camera-based panoramic display

Courtesy of DLR



Acknowledgements *(alphabetically)*

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- Team of Anders Ynnerman (Linköpings Univ., SE)
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Questions?

